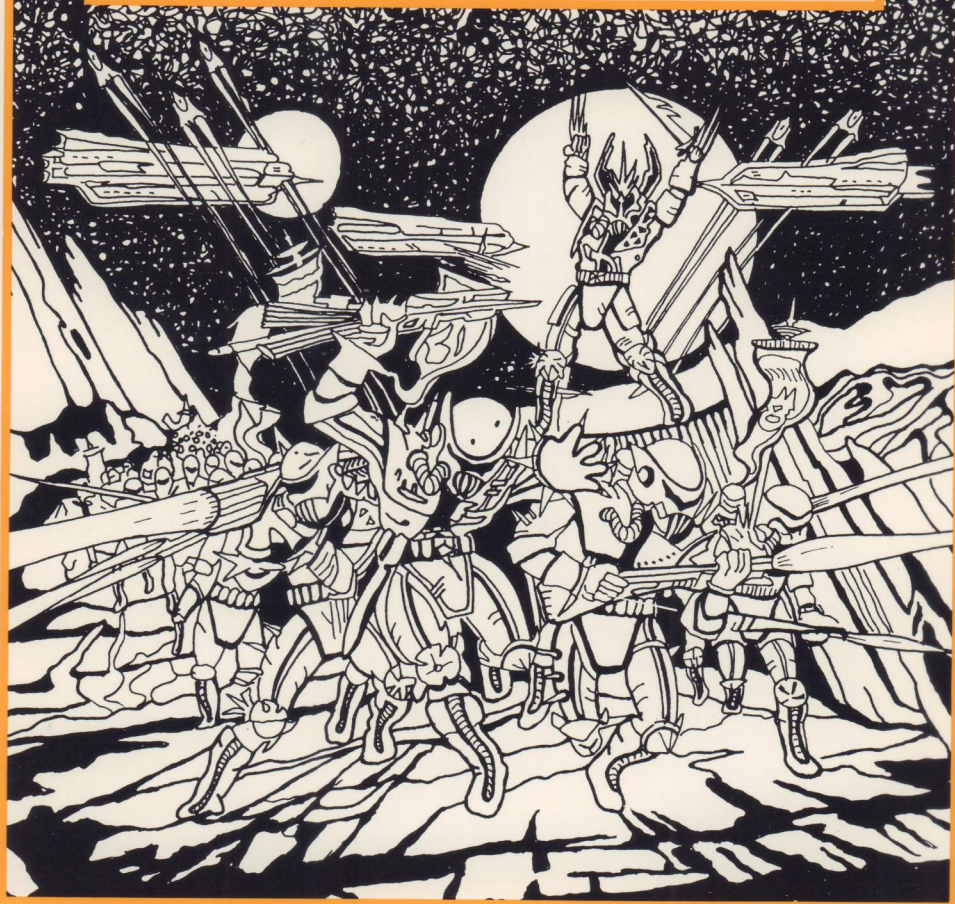


STAR LEGIONS™



MINDCRAFT

7. When the install program says it is finished you may start SL by typing:
SL [Enter]

The First Mission

When you start *Star Legions* you will see the opening title screens. The screens can be exited and music stopped just by pressing a key or a mouse button during the presentation.

KHQ SECURITY

After the introduction screens, you will come to the Entry Security screen (Figure 1). This screen shows the armored security doors outside the mission briefing room at Krellan Imperial Headquarters. You will need to identify yourself to security before entering this room. On the right door is a communications video device (CommVid), which shows the security guard. There is a text display which shows what the guard says. Follow his instructions.

If this is your first time on, then you will be asked to press the **New Recruit** button. You will be instructed to enter the name (usually last name) that you want to use in SL. Names can be up to 16 characters in length. Remember, you are starting a career as a planetary invasion commander, so this is the name by which you will be known.

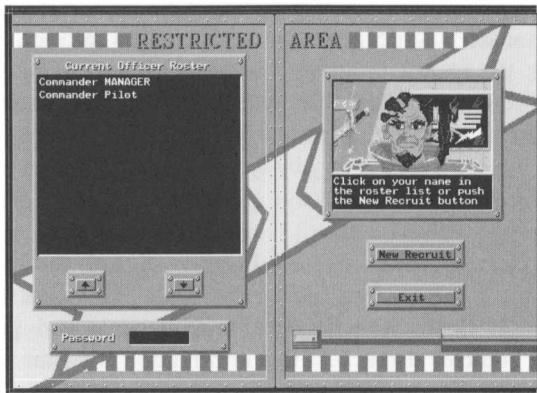


Figure 1. Entry Security Screen

If you are a new commander, you will be prompted to enter any password up to eight characters long. If you don't want a special password, just press [**Enter**].

For your subsequent entries as a registered commander, your name and rank will appear on the commanders list in the display on the left security door. Simply point and click (with left mouse button) on your name. You will then be prompted to enter your password. As you type the password, masking characters will appear in the password display on the lower part of the left door. Press [**Enter**] when finished. If you suddenly decide that now is not the time to start an invasion after all, you may click the **Exit** button to return to DOS.

Note: If you want to conquer a planet with a type and technology level of your choice, you may enter the name "Demo" here. No password is required. You will be given commander number zero. No awards will be given, and no service record will be kept. A panel will appear which allows you to choose the planet type, tech level, and whether or not there are UGA forces present. The sign-on options will be skipped, and you will directly to the mission briefing. If you want to resume a game saved while playing as demo, then you must enter the name as "Resumedemo."

If you select the name "Manager" and enter the password "fleet" you will be able to modify the commanders files on record. Select one of the commanders shown in the display list, and you will be able to either change the password or delete the commander from KHQ records. If you do not want other players of *Star Legions* to have this same capability, then change the password of Manager to whatever you like. When you are finished making the changes, you can click the **Log Another Officer** button to sign on as your regular self, or you can click **Exit** to return to DOS.

If you entered the name and stored password correctly, your authorization will be acknowledged by the security guard, and the doors will open to reveal the Missions Control briefing room. You will notice there is an empty console waiting for you at one of the tables.